

FIG. 1

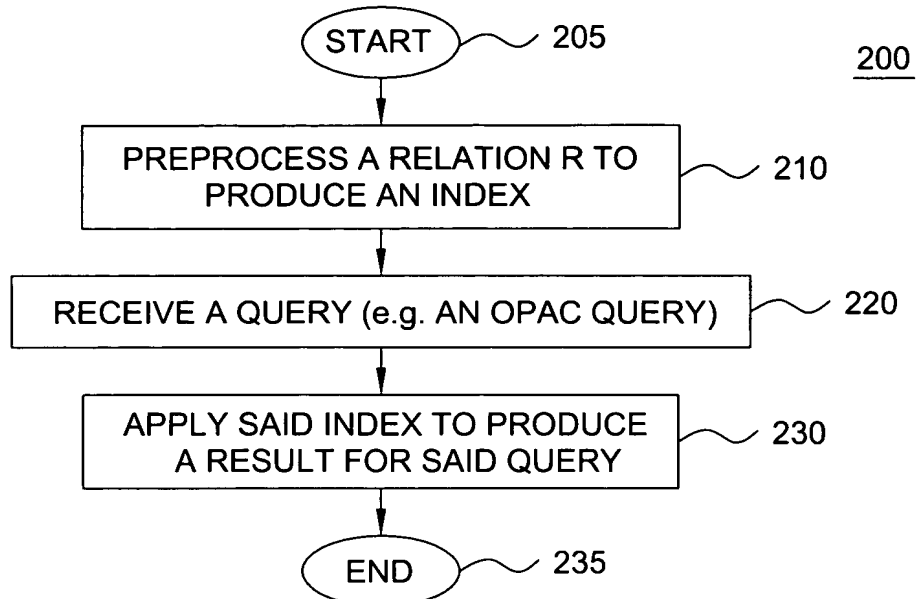


FIG. 2

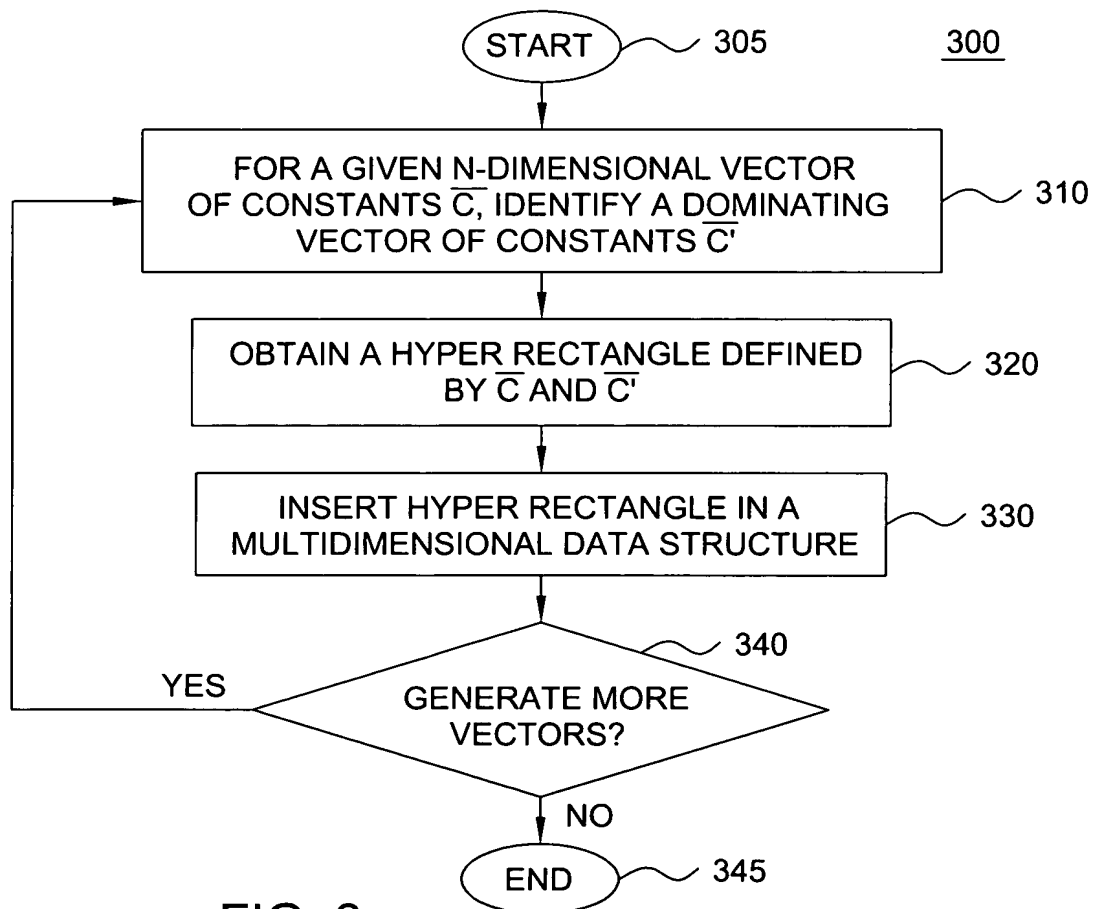


FIG. 3

**Algorithm GeneratePartitions( $\epsilon, \epsilon', D$ )**

**Initialize:**

$Q$ : Queue of multidimensional constraint vectors

$\mathcal{R}$ : R-tree

$s, c, c'$ : constraint vectors

each coordinate of  $s$  is initially set to be equal to  $D$  and, and  $s$  is added to  $Q$

- (1) while  $Q$  not empty
- (2)  $\bar{c} = \text{headof}(Q)$
- (3)  $(r, \bar{C}, p, S) = \text{LocateSolution}(\bar{c})$
- (4) if there is no rectangle  $r'$  in the R-tree  $\mathcal{R}$  that contains rectangle  $r$  and  $r$  not NULL
- (5) Insert  $(r, p, \bar{C}, S)$  to the R-tree  $\mathcal{R}$  by storing  $(r, p, \bar{C})$  in a leaf index entry and maintaining a pointer to the set of tuple identifiers in the solution  $S$  on disk
- (6) CreateFront( $Q, r$ )
- (7) endif
- (8) end-while

**Algorithm LocateSolution( $\bar{c}$ )**

**Input:** constant vector  $\bar{c} = (c_1, \dots, c_n)$

**Output:**  $(r, \bar{C}, p, S)$

- (1)  $(p, S) = \text{MultiKnapsack}(\bar{c})$
- (2) if ( $S$  is NULL) return (NULL, NULL, 0, NULL)
- (3) for  $i = 1$  to  $n$
- (4)  $c'_i = \frac{c_i}{1+\epsilon}$
- (5)  $(p', S') = \text{MultiKnapsack}(\bar{c}')$
- (6) if ( $S'$  is NULL) return (NULL, NULL, 0, NULL)
- (7) if  $((1 + \epsilon')p' > p)$
- (8) while  $(p \geq \frac{p}{1+\epsilon'})$
- (9)  $\bar{c}_t = \bar{c}'$ ;  $p_t = p'$ ;  $S_t = S'$
- (10) for  $i = 1$  to  $n$
- (11)  $c'_i = \frac{c'_i}{1+\epsilon'}$
- (12)  $(p', S') = \text{MultiKnapsack}(\bar{c}')$
- (13) end-while
- (14) return (FormRect( $\bar{c}_t, \bar{c}$ ),  $\bar{c}_t, p_t, S_t$ )
- (15) else
- (16) return (FormRect( $\bar{c}', \bar{c}$ ),  $\bar{c}, p, S$ )

**FIG. 4**

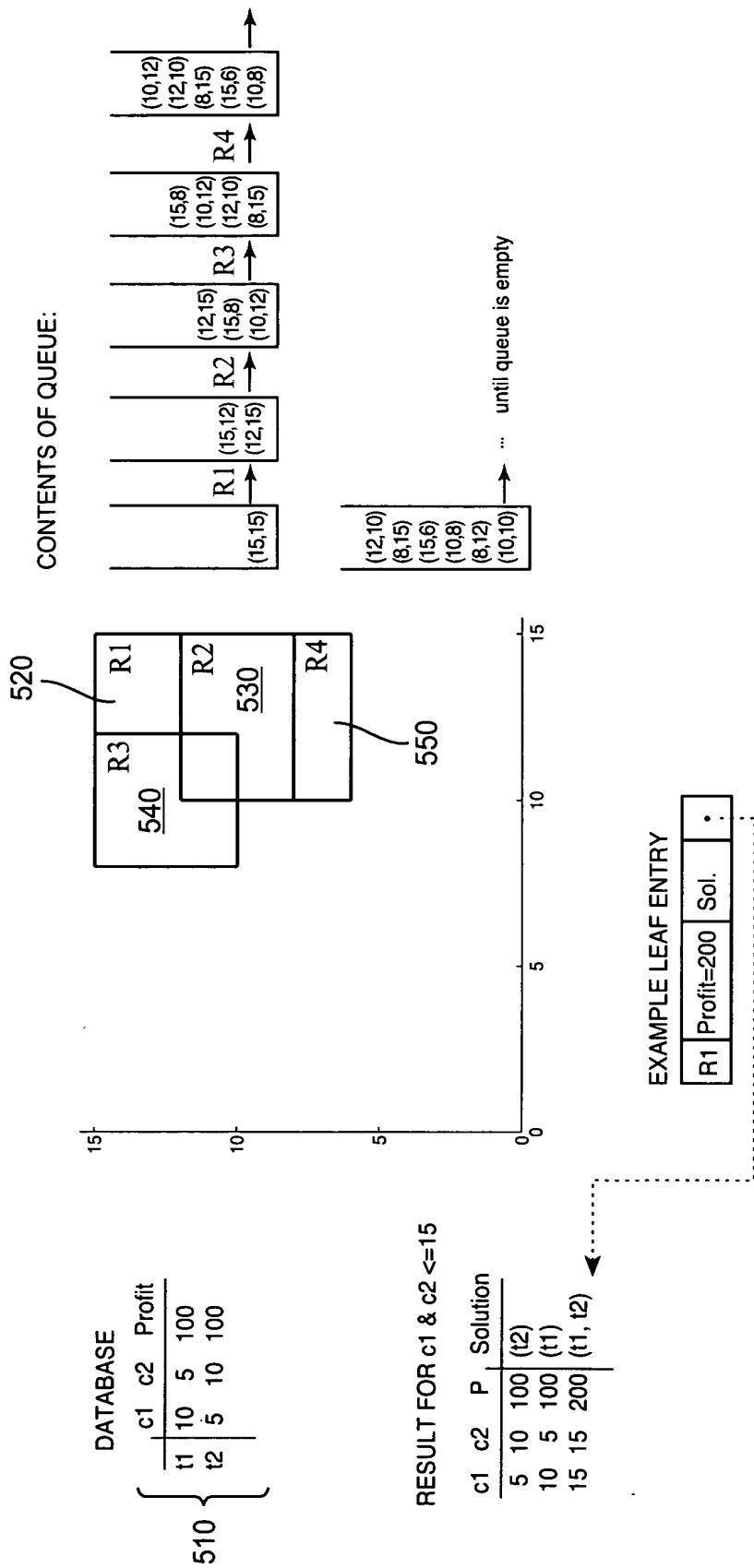


FIG. 5

Index: Gaussian  $\epsilon=0.1$ ,  $\epsilon^j=0.1$

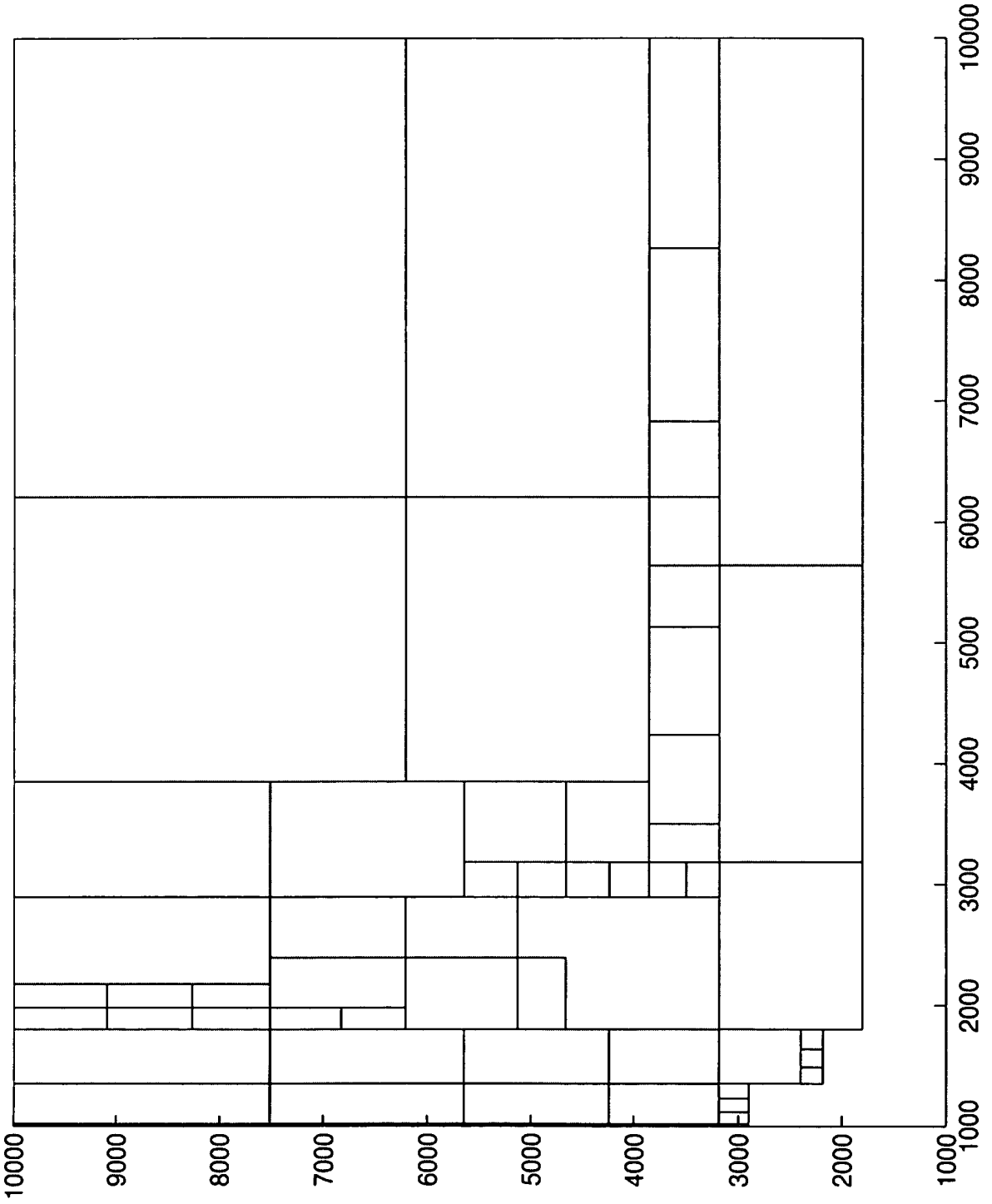
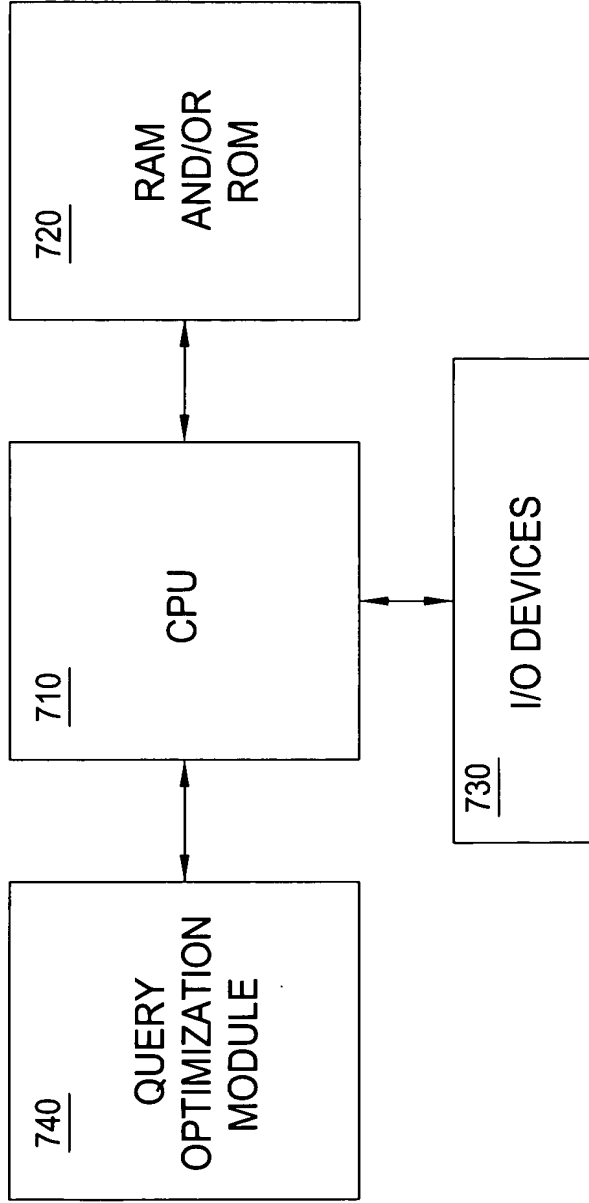


FIG. 6

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FIG. 7

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